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... traces captured all the packets on the **network**, providing a ... The first **table** shows the statistics for all the ... the aggregate bursty nature of the **traffic**, as we ...

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8. Experimental Results

... injected different kinds of agents in this **network**. ... am, respectively, and the Internet **traffic** was relatively ... **Table** 8.2 shows the average bandwidth (measured ...

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... in the shared memory machine really were **five times** faster, there would be ... **Table** 2 shows the quality, execution time, and **network traffic** for several ...

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... enables our algorithm to shift enough **traffic** to alleviate ... that node (or gateway router to the **network**). ... router maintains a for- warding **table** indicating for ...

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... col- lision occurrences under high data **traffic** conditions ... of all events on the **network** associated with ... performance simulation as follows (see **Table** 2). Average ...

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... **Table 1.** GO **traffic** with a **network** load of 1.2 ALCRA CENT FIXED Mean total

CBP 10.8% 7.3% 9.4% Mean MAXCBP 28.5% 21.7% 19.1% Mean max. ...

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... A **hash table** guarantees that no shared memory ... shared memory protocol provides **five times** the bandwidth ... **network** interfaces to handle **network traffic** for eight ...
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... case lookup time of 490 nanoseconds, **five times** faster than ... creases in users, hosts, domains, and **traffic**. ... cause each search in a **hash table** only gives two ...
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... only expect further increases in users, hosts, domains, and **traffic**. ... the need for lookups at **network** boundaries. ... because each search in a **hash table** only gives ...
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... pipes, **network** special tiles). ... using the information in the inode and its indirect blocks. It then uses this to index the tile buffer cache via a **hash table**. ...
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[PS] Evaluation of TCP Vegas: Emulation and Experiment

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... a packet switch, it constructs a **hash table** mapping the ... RED gateways require changing **network** switches ... treat competing Reno and Vegas **traffic** deserves attention ...
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On Performance of Caching Proxies

... that are never stored in a **hash table** will be ... Byte Hit Ratio (BHR) characterizes savings in **network** bandwidth and ... neither ratios depend on the **traffic** intensity ...

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... non-cachable documents that are never stored in a **hash table** will be ... median response time of a hit may be **five times** smaller than ... **network traffic** and delays. ...

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... size of 576 bytes for wide area **traffic**; 1519 byte ... eliminate the need for lookups at **network** boundaries. ... lengths because each search in a **hash table** only gives ...
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1 [Data-centric storage in sensornets with GHT, a geographic hash table](#)

Sylvia Ratnasamy, Brad Karp, Scott Shenker, Deborah Estrin, Ramesh Govindan, Li Yin, Fang Yu

 August 2003 **Mobile Networks and Applications**, Volume 8 Issue 4

Full text available: pdf(255.10 KB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Making effective use of the vast amounts of data gathered by large-scale sensor networks (sensornets) will require scalable, self-organizing, and energy-efficient data dissemination algorithms. For sensornets, where the content of the data is more important than the identity of the node that gathers them, researchers have found it useful to move away from the Internet's point-to-point communication abstraction and instead adopt abstractions that are more data-centric. This approach entails *na* ...

Keywords: *algorithms, distributed systems, performance, sensor networks*

2 [Applications and OS: GHT: a geographic hash table for data-centric storage](#)

Sylvia Ratnasamy, Brad Karp, Li Yin, Fang Yu, Deborah Estrin, Ramesh Govindan, Scott Shenker

 September 2002 **Proceedings of the 1st ACM international workshop on Wireless sensor networks and applications**

Full text available: pdf(217.28 KB)

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Making effective use of the vast amounts of data gathered by large-scale sensor networks will require scalable, self-organizing, and energy-efficient data dissemination algorithms. Previous work has identified data-centric routing as one such method. In an associated position paper [23], we argue that a companion method, data-centric storage (DCS), is also a useful approach. Under DCS, sensed data are stored at a node determined by the name associated with the sensed data. In this paper, we des ...

3 [Query evaluation techniques for large databases](#)

Goetz Graefe

 June 1993 **ACM Computing Surveys (CSUR)**, Volume 25 Issue 2

Full text available: pdf(9.37 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Database management systems will continue to manage large data volumes. Thus, efficient algorithms for accessing and manipulating large sets and sequences will be required to provide acceptable performance. The advent of object-oriented and extensible database systems will not solve this problem. On the contrary, modern data models exacerbate the


problem: In order to manipulate large sets of complex objects as efficiently as today's database systems manipulate simple records, query-processi ...

Keywords: complex query evaluation plans, dynamic query evaluation plans, extensible database systems, iterators, object-oriented database systems, operator model of parallelization, parallel algorithms, relational database systems, set-matching algorithms, sort-hash duality

4 Evaluation of TCP Vegas: emulation and experiment

Jong Suk Ahn, Peter B. Danzig, Zhen Liu, Limin Yan

October 1995 **ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Applications, technologies, architectures, and protocols for computer communication**, Volume 25 Issue 4

Full text available:  pdf(1.13 MB)


Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper explores the claims that TCP Vegas [2] both uses network bandwidth more efficiently and achieves higher network throughput than TCP Reno [6]. It explores how link bandwidth, network buffer capacity, TCP receiver acknowledgment algorithm, and degree of network congestion affect the relative performance of Vegas and Reno.

5 Computing curricula 2001

September 2001 **Journal on Educational Resources in Computing (JERIC)**

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6 IP lookups using multiway and multicolumn search

Butler Lampson, Venkatachary Srinivasan, George Varghese

June 1999 **IEEE/ACM Transactions on Networking (TON)**, Volume 7 Issue 3


Full text available:  pdf(173.06 KB)

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7 Keynotes: Architecture and design of high volume web sites: (a brief history of IBM sport and event web sites)

Paul Dantzic

July 2002 **Proceedings of the 14th international conference on Software engineering and knowledge engineering**

Full text available:  pdf(1.31 MB)

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Architecting and designing high volume Web sites has changed immensely over the last six years. These changes include the availability of inexpensive Pentium based servers, Linux, Java applications, commodity switches, connection management and caching engines, bandwidth price reductions, content distribution services, and many others. This paper describes the evolution of the best practices within IBM in architecting sites that handle millions of page views per day. Discussed is the transition ...

Keywords: content distribution, content management, java messaging services, proxy caching, publish and subscribe, web serving

8 Improving the efficiency of UNIX buffer caches

A. Braunstein, M. Riley, J. Wilkes

November 1989 **ACM SIGOPS Operating Systems Review , Proceedings of the twelfth ACM symposium on Operating systems principles**, Volume 23 Issue 5

Full text available:  pdf(1.46 MB)


Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper reports on the effects of using hardware virtual memory assists in managing file buffer caches in UNIX. A controlled experimental environment was constructed from two systems whose only difference was that one of them (XMF) used the virtual memory hardware to assist file buffer cache search and retrieval. An extensive series of performance characterizations was used to study the effects of varying the buffer cache size (from 3 Megabytes to 70 MB); I/O transfer sizes (from ...

9 Parallel evaluation of multi-join queries

Annita N. Wilschut, Jan Flokstra, Peter M. G. Apers

May 1995 **ACM SIGMOD Record , Proceedings of the 1995 ACM SIGMOD international conference on Management of data**, Volume 24 Issue 2

Full text available:  pdf(1.25 MB)

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A number of execution strategies for parallel evaluation of multi-join queries have been proposed in the literature; their performance was evaluated by simulation. In this paper we give a comparative performance evaluation of four execution strategies by implementing all of them on the same parallel database system, PRISMA/DB. Experiments have been done up to 80 processors. The basic strategy is to first determine an execution schedule with minimum total cost and then parallelize this schedule w ...

10 Systolic implementations of a move-to-front text compressor

C. D. Thomborson, B. W.-Y. Wei

March 1989 **Proceedings of the first annual ACM symposium on Parallel algorithms and architectures**

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11 Research sessions: continuous queries and streams: Continuously adaptive continuous queries over streams

Samuel Madden, Mehul Shah, Joseph M. Hellerstein, Vijayshankar Raman

June 2002 **Proceedings of the 2002 ACM SIGMOD international conference on Management of data**

Full text available:  pdf(1.59 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present a continuously adaptive, continuous query (CACQ) implementation based on the eddy query processing framework. We show that our design provides significant performance benefits over existing approaches to evaluating continuous queries, not only because of its adaptivity, but also because of the aggressive cross-query sharing of work and space that it enables. By breaking the abstraction of shared relational algebra expressions, our Telegraph CACQ implementation is able to share physica ...

12 Collection statistics for fast duplicate document detection

Abdur Chowdhury, Ophir Frieder, David Grossman, Mary Catherine McCabe

April 2002 **ACM Transactions on Information Systems (TOIS)**, Volume 20 Issue 2

Full text available:  pdf(191.32 KB)


Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present a new algorithm for duplicate document detection that uses collection statistics. We compare our approach with the state-of-the-art approach using multiple collections. These collections include a 30 MB 18,577 web document collection developed by Excite@Home and three NIST collections. The first NIST collection consists of 100 MB 18,232 LA-Times documents, which is roughly similar in the number of documents to the Excite&at;Home collection. The other two collections are bo ...

13 Kernels: Practical, transparent operating system support for superpages

Juan Navarro, Sitararn Iyer, Peter Druschel, Alan Cox

December 2002 **ACM SIGOPS Operating Systems Review**, Volume 36 Issue SI

Full text available:  pdf(1.92 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Most general-purpose processors provide support for memory pages of large sizes, called superpages. Superpages enable each entry in the translation lookaside buffer (TLB) to map a large physical memory region into a virtual address space. This dramatically increases TLB coverage, reduces TLB misses, and promises performance improvements for many applications. However, supporting superpages poses several challenges to the operating system, in terms of superpage allocation and promotion tradeoffs, ...

14 External memory algorithms and data structures: dealing with

massive data

Jeffrey Scott Vitter


June 2001 **ACM Computing Surveys (CSUR)**, Volume 33 Issue 2Full text available:  pdf(828.46 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Data sets in large applications are often too massive to fit completely inside the computers internal memory. The resulting input/output communication (or I/O) between fast internal memory and slower external memory (such as disks) can be a major performance bottleneck. In this article we survey the state of the art in the design and analysis of external memory (or EM) algorithms and data structures, where the goal is to exploit locality in order to reduce the I/O costs. We consider a varie ...

Keywords: B-tree, I/O, batched, block, disk, dynamic, extendible hashing, external memory, hierarchical memory, multidimensional access methods, multilevel memory, online, out-of-core, secondary storage, sorting

15 Flexible update propagation for weakly consistent replication

Karin Petersen, Mike J. Spreitzer, Douglas B. Terry, Marvin M. Theimer, Alan J. Demers

October 1997 **ACM SIGOPS Operating Systems Review , Proceedings of the sixteenth ACM symposium on Operating systems principles**, Volume 31 Issue 5Full text available:  pdf(2.16 MB)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

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